

BIS1-03

THE FEAST OF FATE

A One-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

by Kevin P. Hogan

The Feast of Fate, one of Istus's most popular holidays for those of Baklunish heritage, is being celebrated in Ebbenant. When events turn for the worst, who will step in and save the feast? An adventure for characters level 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 th
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You are living in the wild, either as a nomad or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have an effective Wilderness Lore of 6 (including modifiers) or higher, otherwise you are Destitute.

Rough: You live in the wilderness, roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You must have an effective Wilderness Lore of 4 (including modifiers) or higher, otherwise you are Poor.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Urban	Effect
Destitute	15 sp	-2
Wild	15 sp	-2 urban/-1 rural
Poor	45 sp	-1
Rough	45 sp	-1 urban
Common	15 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The PCs are in Ebbernant, an independent township of approximately 1000 residents in the Baklunish-dominated northwest corner of Bissel. One of the highest holidays of Istus is in three days, and many individuals of Baklunish descent have come from all over Bissel to the high temple in Ebbernant for the festivities. There are a number of Baklunish cultural events going on in conjunction with the feast.

The Feast of Fate is one of the few days that the faithful of Istus actually celebrate with enthusiasm. It marks the coming of a new year; a herald of things to come. Each year on the Eve of Fate, a group of Istus Handmaidens (priestesses) at the high temple weaves in an induced fervor throughout the night and at sunrise presents a tapestry that bodes a vision of the coming year. This tapestry is then hung in the foyer of the high temple of Istus and serves as a guide to the worshippers of Istus throughout the year. Each high temple performs its own ceremonies and each tapestry generally reflects the local and regional fortunes of the congregation.

The threads used in the tapestry are cultured from an ancient line of silkworms that reside in an ancient temple in the Baklunish west. The priests bringing the threads are overdue and word will soon reach the temple that a wagon with the symbol of the lady was found smashed to the north of the March Road at the edge of the woods.

While the PCs are enjoying a display of Baklunish horsemanship at the fairgrounds in Ebbernant, a priestess of Istus interrupts the ceremony. They learn of the missing silks and are directed to the temple of Istus if they wish to help.

When they reach the wagon, the PCs find the easily discernable trails of horses, some unknown humanoids, and some drag marks (the priests.) They find the culprits (bugbears) but also find a more curious connection. One of the priests is still alive (barely) and recalls a human coming and taking the box of silks from the bugbears in exchange for gems. He describes the human and the PCs can determine that he was a priest of Zilchus, the god of money, power and influence. There is currently no official temple of Zilchus in Ebbernant, but there is a missionary group that has been sent to the west to try to convert Baklunish to the faith.

The PCs must confront the missionaries of Zilchus and determine what has happened. Unfortunately, most of the missionaries are ignorant as to the true nature of what's going on. Their superior, Mirius, is actually a fallen priest who has turned to Erythnul but has kept his position in the church to further the goals of his new god. He is using the Zilchus church's desire to convert the Baklunish, as a tool for sowing unrest. He plans to have a lesser priest caught with the silks after the ceremony is ruined.

The PCs need to discover and expose the plot and avoid stirring up hostilities between the already uneasy

Baklunish and Oeridian clerics. They also should be pressed to find the silks before the feast is ruined.

Should they succeed, they will gain the favor of the church of Istus and the festivities will go on as scheduled.

DM INFORMATION THE TOWNSHIP OF EBBERNANT

Orders from the Margrave require authorities to impose a tax on all citizens of Baklunish origin as a means to raise funds to clean up after the recent invasion and occupation of Bissel by forces of Ket. Each baron and mayor in Bissel has gone to different lengths to implement this tax, and the local mayor has decided to simply tax everyone, rather than impose an unfair tax. People of Suel or Oeridian origin should tread carefully as tensions in this area are already high due to the near triple taxes being enforced upon Baklunish across the March. With the exception of half-orcs, which are distrusted and disliked even more than those of obvious Suel or Oeridian blood, most civilized humanoids (elves, gnomes, halflings) are met with a neutral attitude, and dwarves are welcomed warmly in Ebbernant.

Ebbernant is an independent township of approximately 1000 residents in the Baklunish-dominated northwest corner of Bissel. Mainly a town for the miners of the nearby Barrier Peaks and those who trade with them, the population is approximately two-thirds human and almost one-third mountain dwarf. Most humans in Ebbernant are Baklunish.

If the PCs choose to explore the town, they can find shops where standard items from the PHB are available for sale (see Appendix C for details).

INTRODUCTION

The inns of Ebbernant are packed with Baklunish from all over Bissel. The Feast of Fate, one of Istus' most celebrated holidays, is in three days. The Lady's festivities aren't usually cause for much revelry by their very nature, but the Feast of Fate is an exception. Each year, the Handmaidens of Istus weave in an induced fervor throughout the night and at sunrise present a tapestry that bodes a vision of the coming year. Many scholarly Baklunish come to Ebbernant to try and decipher the often-cryptic imagery, while others just come to be a part of the tradition. The location of the temple makes it ideal for those who can't make the arduous journey to the Baklunish west for the grand temple celebration. It is even said that by attending the Feast of Fate closer to home, the tapestry will be closer to your own fate.

And so, the fairgrounds are alive with events for the festivities. Many Baklunish craftsmen and artisans are selling their wares in the open grounds. Off to the side, a makeshift stage has been erected and you watch with interest as a Baklunish knife thrower hurls blades at his attractive young assistant, narrowly missing with each throw. To the other side of

the walkway, a troupe of puppeteers is performing. The show is well received with roars of laughter from the crowd, as an elaborate dragon puppet explodes in a display of colorful smoke and magical lights.

ENCOUNTER 1: THE FAIRGROUNDS

A Baklunish bowyer has set up a booth near the fairgrounds and is peddling some of his works.

The bowyer has a large number of normal bows. In addition he has the following exceptional items for sale:

1 Mighty Composite Longbow (+1 Str)	200 gp
1 Mighty Composite Longbow (+2 Str)	300 gp
1 Mighty Composite Shortbow (+2 Str)	225 gp
12 Masterwork Silver arrows	8 gp (each)

The DM should ensure the proper expenditure of gold from the PCs log in exchange for the appropriate cert. All unpurchased certs need to be destroyed at the end of the scenario; do not use them as rewards.

Two priests of Zilchus are drawing the ire of some of the crowd, as they preach the word of Zilchus from atop some crates. The "new gods" as the traditional Baklunish know them are gaining popularity in the town since the Margrave's move towards integration of the area following the Ket occupation. But still, a number of older Baklunish residents are openly opposed to the attempts of the Oeridians to force their religious beliefs on the populace. The perceived audacity of these priests to use one of the highest holidays of Istus as a platform for spreading their own word causes a scuffle between some locals and a priest.

A number of commoners are slinging mud at the priests in their fine robes. The priests continue despite the mud and displeasure of the crowd. Seeing the determination of the priests, an older man has taken it upon himself to set the priests straight.

The old man wrestles with one of the priests (Sarvi) for a moment before the younger man quickly overpowers him. A number of other commoners begin to move in.

At this point the PCs may attempt to break up the scuffle or simply watch. If they chose to break it up, they have an easy time doing so. The commoners go back to their business with the fair. Sarvi and Tarim are the priests preaching to the crowd. The PCs may converse with the priests of Zilchus as they gather up their things to leave. They thank the PCs for their help and move to another location to continue their preaching.

If the PCs choose not to interfere, the town guard quickly comes and breaks up the scuffle. They also escort the priests of Zilchus safely away.

In the town center lie the main fairgrounds and the focus of today's festivities. The horsemanship competitions are about to

begin as you make your way to the grandstands. Throughout the Flanaess, there are no better horsemen than the Baklunish, so the competition should be an exiting one. In Ebberrant, these grounds are generally used for jousting, and today is no exception. A number of knights and up and coming warriors square off in the jousts. The competition is fierce, and the crowd is delighted as local heroes fare well in the tournament.

The mounted archery targets are being set-up as you enjoy the warm afternoon sun. Shortly after the competition begins, a rather tall Baklunish woman in ceremonial robes with the golden spindle of Istus emblazoned on them, steps into the fairgrounds and addresses the crowd.

She speaks very matter-of-factly. "I'm afraid there may be no tapestry this year. The priests from the West who were bringing the tapestry silks here are missing. If anyone wishes to aid in the search for the priests, please see the high priest Azhar, at the temple of Istus."

She shrugs her shoulders and walks away, despite the questions of some people from the crowd asking for more details.

The players will most likely head right to the Temple of Istus. If they choose to stay around the festival grounds, they will find that the atmosphere has turned somewhat sour and that the excitement and revelry that was predominant earlier is gone.

ENCOUNTER 2: TEMPLE OF ISTUS

At the end of Fortune's Way in Ebberrant stands a rather plain structure. If it weren't for the sculpture of a large spindle and threads high above the arched doors, people would hardly realize the building was a temple. At the entrance, a young priestess is answering questions from some locals. You recognize her as the priestess from the fairgrounds. "What if the threads are lost? Will there be no tapestry?" asks an old man in common robes. The priestess shakes her head and looks at the man "What will be, will be." She responds.

Lura (female Baklunish Clr3 of Istus), the priestess will do her best to answer any questions the PCs have, but doesn't have a lot of details to offer.

She knows that the priests from the West are missing and that they were last seen six days ago on the March Road.

If the players ask to see Azhar (male Baklunish Clr7 of Istus), Lura will ask what it is regarding. If the PCs express interest in retrieving the threads, she will bring them into the residential building next to the temple to a rather plainly decorated sitting room. Shortly thereafter, an older man of deep Baklunish bronze skin comes in.

I understand you are interested in retrieving the threads. I am Azhar. As you may know, our faith is such that we accept whatever the lady sees fit, so it is improper for us to go on such an excursion, as I'd ask of you. If you are unfamiliar with our traditions, allow me to explain.

Each year, our Handmaidens weave the tapestry of Istus, which foretells of events in the church to come. It is one of the few occasions we have that the Lady of Our Fate allows us a glimpse of things to come. The silks for the tapestry are cultured from a traditional strand of ancient silkworms that reside in a grand mosque in the West. Two priests from the West were bringing threads for our feast.

Priests of Istus from all over the region have been arriving to participate in the festivities. The priests from Beruak bore no news of the wagon, but the priests from Thornward did pass the wagon on the March Road six days ago. They should have been here more than a day ago, but we've had no word of the priests since then, and so I fear that they and the silk threads are lost. If the silks are not found in the next two days, there will be no tapestry this year, a very bad omen.

I would accept this if that was the lady's design but I am reluctant to simply accept the loss of the threads without at least knowing what has transpired.

Azhar offers the PCs a reward of 100 gp as well as seats of honor for the festivities. He also offers the appreciation of the temple in Ebbenant and his services should the PCs have need of them while in Ebbenant for the feast.

Azhar tells the PCs that the priests were believed to be following the March Road. The road goes along a small wooded area north of Ebbenant; this is where the PCs find the remains of the wagon. If the PCs delay in searching for the wagon, word of the wrecked wagon reaches the temple a few hours after they leave the temple. Azhar will get word of the wreck to them shortly thereafter.

ENCOUNTER 3: THE WAGON WRECK

You arrive at the wagon wreckage on the edge of the woods. The splintered planks and broken wheels give an indication that it was more than a simple robbery. You see the spindle of Istus etched into what was once the door to the wagon.

Investigation of the wreck will reveal that the wagon was smashed with heavy, spiked objects. A thorough search will reveal dried blood where the driver's seat was. A successful spot check (DC 15) will show a set of horse tracks leading off into the forest. PCs with the Track feat may also notice several sets of humanoid footprints leading the horses (DC 15). A tracking check of over DC 20 or a ranger with goblinoids as a species enemy can recognize the tracks as those of bugbears.

Hiding among the shrubbery near the wreck is Needles, a pixie from the local area. She watches the PCs from nearby to see what their intentions are. A PC may notice Needles with a spot check higher than Needles' hide check roll. If she realizes that she has been spotted, but the PCs approach amiably, Needles will talk with them from a distance and offer to help for a shiny gem. (Any value gem will suffice.) If the PCs have no gems Needles will ask for some wine or mead. If the PCs don't have that either, she will flutter off.

➤ **Needles, Pixie** (1): hp 4; see *Monster Manual*, page 172; Needles has the following type of special arrows:

Memory Loss Arrows (Ex): - Fort save (DC 15) or lose all memory (retain skills, languages, class abilities but forget all else until the recipient of *heal*, *limited wish*, *wish*, or *miracle*); *Sleep arrows* - Fort save (DC 15) or be affected as by *sleep* spell (no hit dice limit).

Needles knows that the bugaboos (as she calls the bugbears) attacked the wagon the other night. She saw that one of the men had his head split open and didn't look much alive as they dragged him off. The other man was tied to a horse and they headed into the woods.

If Needles was treated well and believes the PCs intentions are good, she will offer to lead them to the edge of their encampment.

PCs who wish to find the camp without Needles's help must follow the tracks (Tracking check DC 18); the tracks go on for nearly a half-mile before approaching the bugbear camp.

ENCOUNTER 4: BUGBEAR CAMP

PCs making no attempt to move quietly or cautiously through the woods will be spotted by the Bugbear lookout. He will attempt to move silently back to the camp to alert the others.

If the PCs are attempting to move quietly, the bugbear lookout makes an opposed listen roll against the PCs lowest Move Silently roll. If successful, he will attempt to alert the camp as above. If the PCs succeed in sneaking up near the camp, the bugbear will run back to the camp to warn the others and be easily spotted by the party. PCs may make partial actions before he begins yelling in bugbear.

TIER 1 (EL 5)

➤ **Bugbears** (4): hp 14 (each); see *Monster Manual* page 27.

TIER 2 (EL 7)

➤ **Bugbears** (6): hp 14 (each); see *Monster Manual* page 27

TIER 3 (EL 9)

➤ **Bugbears** (10): hp 14 (each); see *Monster Manual* page 27.

The bugbears would prefer to avoid confrontation, but if provoked, they will attack with full force. If they are alerted to the PCs presence the bugbears will take up defensive positions, fire a warning shot and yell at the PCs in broken common to leave their territory or be killed.

The bugbears will take positions with half of them taking cover behind a large fallen tree and the other half

off to the side hiding in the brush in a flanking position. Only the bugbears behind the tree will speak to avoid giving away the strategic flanking position. The log runs parallel to a small brook that sits low in the forest, providing an additional obstacle to a frontal attack on their position. The brook is 6 feet across and slopes 5 feet below the forest floor. The fallen tree is 4 feet high and provides 75% cover for the bugbears while in missile combat.

If the PCs attempt to negotiate, the bugbears will refuse to deal with them, insisting that they leave their territory. Any PCs who approach the bugbear camp undetected will see the two pack horses tied to a tree. A spot check (DC18) allows the PC to see the tied body of one of the priests next to a sitting bugbear. The body appears motionless.

After dealing with the bugbears, PCs searching the camp find that Yezarian (male Baklunish Clr1 of Istus), the priest of Istus, is clinging to life. A successful heal check (DC 10) will revive him but anything short of magical healing will not allow him to move on his own. A thorough search of the camp reveals the remains of Hannar, the other priest who has been half eaten by the bugbears. The horses are still in good shape, but there is no sign of the silks. A sack with ten gems (5 amethysts [5gp each], 10 bloodstones [10gp each]) is found under a rock near the horses. If Yezarian is asked about the silks, he looks despondent:

There was a man here last night. He came and spoke the language of these beasts. I don't know what they said, but the man gave them a sack and the creatures gave him the coffer of threads. The man had something around his neck; it looked like an amulet or talisman. It showed a bag with coins. He didn't stay... he just took the threads and left. I didn't see which way he went.

The amulet Yezarian spoke of is a holy symbol of Zilchus, but being from the Baklunish west, he didn't recognize the Oeridian god's symbol. PCs may realize this with a successful knowledge (religion) check (DC 15) or if one of the PCs is a worshipper of Zilchus. Yezarian will take the remains of Hannar and place them in a sack for disposition at the temple in Ebbernant. A tracking check (DC15) will allow the PCs to find the tracks of a horse leading down a path to the west. The path exits the western edge of the woods, about a mile from the road to Ebbernant.

ENCOUNTER 5: BACK TO EBBERNANT

The first order of business in Ebbernant should be a return to the temple of Istus with Yezarian and Hannar's body. Azhar meets with the PCs immediately upon their return. He is anxious to learn of the silks and is greatly disappointed that they were not found. If Azhar is told of the symbol that the man with the bugbears was wearing, he recalls the priests of Zilchus:

There is a group of Oeridian priests disrupting the festivities by the fairground each morning. They bear the sign of wealth. Those Oeridian priests are always trying to press their philosophies on my people. They don't understand that you cannot teach a dog to eat leaves, when in his blood; it is meat that he craves.

If the PCs tell Azhar that they are continuing their search, he will offer to heal any party members that need it.

There is no temple of Zilchus in Ebbernant. The locals are not sure where the priests are staying since very few actively pay attention to them. If the PCs question the locals, they find that most are resentful of their intrusion during the Baklunish holiday. A successful gather information roll (DC 15) allows the PCs to learn some of the following rumors.

- The priests of Zilchus are here to convert the Baklunish (true)
- The priests of Zilchus are actually Velunian spies trying to subvert the people (false)
- The priests of Zilchus are staying outside the town walls (true)
- The priests of Zilchus hope to build a temple in the town (true)
- The priests have been preaching in the same place near the fairgrounds every morning (true)

If the PCs wish to look around outside the walls, they find no visible sign of the priests' home. Questioning locals outside the walls, they learn that they haven't seen the priests anywhere other than the fairgrounds. If the PCs are intent on going to every door outside the walls of Ebbernant, they will soon find themselves arrested by the town constable, charged with harassment, and assessed a 25-gp fine per person. Continued bothering of the locals will result in a night in the town jail and a 50-gp fine per person. PCs who can't afford the fine will receive a second night in jail instead.

The PCs best bet is to wait near the fairgrounds the following morning.

ENCOUNTER 6: RETURN TO THE FAIRGROUNDS

The crowds begin to gather around the fairgrounds for the day's festivities. A number of town guardsmen are already on station at the makeshift podium where the priests of Zilchus have been preaching each day. Several of the priests arrive shortly after the festivities begin.

Sarvi and Tarim are the lowest members of the order and have no knowledge of what has transpired with the bugbears. They are aware that the priests of Istus are missing and will offer sincere concern for their well-being.

If the priests are being interrogated harshly, the guard will attempt to dissuade the PCs from harassing them. If the PCs refuse to desist they will be arrested and

jailed for one night. If the PCs were previously jailed, the fine increases to 100gp or a week of enforced servitude. Any PC detained for the week is essentially out of play for the duration of the event.

If the PCs are civil in their dealings with the priests of Zilchus, they will do their best to answer any questions the PCs might have.

ENCOUNTER 7: THE OLD MINER'S GUILDHALL

The old Miners' Guildhall has seen better days. The ravages of war forced the miners inside town walls leaving their old guildhall abandoned. The building stands now with the windows boarded up and ore barrels rotting in the side yard. Several defunct wagons also litter the yard.

It appears that the Zilchans feared the ire of locals, as there is no indication on the outside of any religious affiliation residing within. The miners' guild sign leans against the stairs.

Note: The following assumes that the PCs have not come into direct combat with the priests of Zilchus. If any of the priests were wounded or killed previously, the DM should adjust accordingly.

If the PCs arrive under the guise of wishing to speak about the faith, one of the priests will welcome them inside. If they have been confrontational with the priests, they will be asked to leave unless they are apologetic and seem sincere.

Area A: Sitting Room

This is a stark contrast as the lavish chairs and tapestry rug clash against the plain backdrop of the old miners' hall.

Illiander will greet the PCs and assist with any questions they have to the best of his ability. If they insist on speaking with the head priest, he will go and get Mirius who will attempt to convince the PCs that his church had nothing to do with the silks' disappearance.

Area B: Common Sleeping Area

Three well-appointed beds line the room, with an ironbound chest at the foot of each. The chests hold the personal clothes and robes of the priests. If no commotion is raised, Sarvi and Tarim can be found in here playing cards.

Area C: Chapel to Zilchus

A table has been converted into a makeshift altar by covering it with a gold-inlaid cloth with the coin symbols of Zilchus embroidered on it. There is a large golden cup (5 gp) and an open but re-corked bottle of fine wine under the altar.

Area D: Mirius's Room

This room is also well appointed. A bed with fine sheets sits in the middle of the room. An armoire rests against

the far wall. A small desk and chair finish the décor of the room. The armoire hides a door to the stairs (Search DC 20.) The stairs descend to an old strong room that the guild used to store valuables and precious stones for its members.

Area E: Stair Trap

The hidden door from Mirius's room opens to a narrow stairwell. The stairs descend 25 feet to a secret shrine. A number of the underlying supports have been weakened about half way down. A person over 100 pounds stepping on the boards in the wrong area or 250 or more pounds on the stairs causes the steps to collapse. Anyone on the steps slides to the base into the spiked wall at the bottom.

A successful Search check allows a PC under 250 pounds to navigate the steps safely to the bottom, or a rogue to attempt a Disable Device.

TIER 1

↗**Stair Trap:** +5 melee (1d4+1 spike, 4 spikes); Search (DC 20); Disable Device (DC 20).

TIER 2

↗**Stair Trap:** +7 melee (1d4+1 spike, 7 spikes); Search (DC 22); Disable Device (DC 22)

TIER 3

↗**Stair Trap:** +9 melee (1d4+1 spike, 10 spikes); Search (DC 24); Disable Device (DC 24)

On the right hand wall, just inside the stairwell is a secret panel (Search DC 22) that leads to a small chamber. Inside, Mirius has hidden the silks and some of his personal wealth in a small chest. The chest contains 70 gp and a fine silver necklace (35 gp value.) There is a spindle-inlaid coffer containing the silk threads in the corner of the chamber.

Area F: Secret shrine to Erythnul

An iron bound door at the bottom of the stairs bears the miners' guild logo burned into the wood. From the door's construction, it appears this was a strong room or makeshift vault that the guild used for storage. The door has a sturdy lock, but it is unlocked. It opens into a small chamber with stone-reinforced walls and large oaken pillars.

The stench of death pervades this chamber. The wood of a makeshift altar is stained ruddy brown with dried blood. Several rotting corpses lie in the corners of the room. The wicked grinning visage of Erythnul hangs behind the altar.

Hidden in an old secret chamber for storing ore, Mirius has created a shrine to Erythnul. Some poor commoners, whom Mirius sacrificed and then animated as skeletons, guard it. They rise to attack anyone other than Mirius. If he is hiding out down here, Mirius sends the skeletons to attack, turns invisible and bolsters them with spells until he is forced into the fray.

TIER 1 (EL 1)

☛ **Skeletons, medium-size** (4): hp 6 (each); see *Monster Manual* page 165.

TIER 2 (EL 3)

☛ **Skeletons, medium-size** (7): hp 6 (each); see *Monster Manual* page 165.

TIER 3 (EL 5)

☛ **Skeletons, medium-size** (12): hp 10 (each) as above; **Special:** This chamber is effected by an *unhallow* spell. A *magic circle against good* guards the 90-foot radius around the shrine, and all turning checks suffer a –4 profane penalty. There is no other spell tied to this *unhallow*. See *Player's Handbook* page 268. Not even Mirius is sure of how the place came to be unhallowed. He considers it the blessing of his new master.

CONCLUSION

If the PCs fail to defeat Mirius, the feast takes place without the tapestry revealing. If Mirius still has the silks, he will place a note exposing Illiander as being behind it and give the location of the silks in the Chapel of Zilchus. He will then return to the temple in Pellak and tell them his phony story and resume his position in hopes of causing more hate later.

If the PCs defeat Mirius and return the silks to the temple of Istus, they are given seats of honor for the feast. Azhar presents them with the reward in a ceremony and bestows on them gifts of the church. Each PC receives an Influence Point with the Church of Istus. He also presents the PCs with a prized possession of the local temple, *the Hands of Fate*. The tapestry is revealed in the ceremony the following day.

The following images can be seen in the tapestry:

- An army of warriors
- A city on a river flying the flag of Bissel
- A large ominous black skull
- A shield of Bissel bearing a horse's head
- A boar resting on a sword

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the

game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Getting Help from Needles 25xp

Encounter 4

Defeating bugbears 100 xp

Encounter 7

Avoiding Stair Trap 25xp

Defeating Mirius 125 xp

Defeating Skeletons 50 xp

Priests of Zilchus not killed 25xp each

Returning the Silks to the Temple 50xp

Total experience for objectives 450 xp

Discretionary role-playing award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Treasure from Encounter 4: Bugbears

- Sack with gems (5 amethysts [5 gp each], 10 bloodstones [10 gp each]) 75 gp total value.

Treasure From Encounter 6: Old Guild Hall

- 85 gp (70 in chest, 15 on Mirius).
- Silver necklace (35 gp).
- Golden cup (5 gp).
- Masterwork heavy mace (312 gp).
- Divine scroll with the following spells scribe upon it: *resistance* and *doom*. Both cast as if cast by a 1st-level cleric; 50 gp.

Treasure From Conclusion

- 100 gp reward.
- Influence Point of the Church of Istus.
- *Hands of Fate* - This pair of leather gloves is blessed by the lady of fate and will attune to the fate of the wearer. After being worn for 10 scenarios, they grant the wearer an enhancement bonus of +1 to attack rolls on unarmed attacks. After 20 scenarios, the gloves grant a +1 luck bonus to saving throws. If the wearer also has a neutral component in his or her alignment, these bonuses increase to +2 after 40 scenarios. Any use of the gloves by another player causes the loss of all accrued benefits and the attuning must begin again.

APPENDIX A: THE PRIESTS OF ZILCHUS

TRUE PRIESTS OF ZILCHUS:

☞ **Illiander, male human Clr2 (Zilchus):** Medium Humanoid (human); HD 2d8+4; hp 16; Init -1 (Dex); Spd 20 ft.; AC 17 (touch 9, flat-footed 18); Atks +3 melee (1d8+1, morningstar) or +0 ranged (1d8/19-20 light crossbow); SA turn undead; SQ spontaneous casting of cure spells; AL LN; SV Fort +5, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Knowledge (economics) +7, Spellcraft +5; Scribe Scroll, Skill Focus (knowledge economics).

Spells Prepared (4/3+1; Spell DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st-lvl—*bless, divine favor, sanctuary, protection from chaos**.

* Domain Spell; (Domains: Knowledge and Law)

Possessions: Splint mail, large wooden shield, morningstar, light crossbow, 20 bolts.

Illiander knows that there is something amiss about Mirius. Unless he is given good reason to doubt his superior, he is unsure of what about him troubles him. Illiander once went to Mirius's room when he believed him to be there but found the room empty. Illiander didn't tell him he went into the room and, when he asked Mirius about his whereabouts, Mirius claimed to have been sleeping in his room.

If the PC's give Illiander reason to doubt Mirius's faith, he may confess his suspicions depending on his impressions of the true intentions of the PC's. If he is approached properly, Illiander may covertly aid the PC's in their investigation. However, if Mirius learns that Illiander is suspicious, he may eliminate Illiander and cover up the disappearance.

☞ **Sarvi and Tarim, male human Clr1 (Zilchus) (2):** Medium Humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 17 (touch 9, flat-footed 18); Atks +2 melee (1d8+1, morningstar) or -1 ranged (1d8/19-20, light crossbow); SA turn undead SQ spontaneous casting of cure spells; AL LN; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Knowledge (economics) +6, Spellcraft +4; Scribe Scroll, Skill Focus (knowledge economics).

Spells Prepared (3/2+1; Spell DC = 12 + spell level): 0—*cure minor wounds, guidance, resistance*; 1st-lvl—*bless, sanctuary, protection from chaos**.

* Domain spells (Domains: Law and Knowledge).

Possessions: Splint mail, large wooden shield, morningstar, light crossbow, 20 bolts.

The lower priests of Zilchus in Ebbenant are unaware of the greater evil among them. They are young and naïve; their faith is unquestionable at this point in their ecumenical careers. They will vehemently deny any involvement in the theft and will not question Mirius

or his intentions. Unless the evidence is overwhelming or Mirius tips his hand regarding his true purpose, Sarvi and Tarim will follow him unquestioningly. Their general knowledge is outlined below.

They arrived in Ebbenant four weeks ago from Pellak. The priests are missionaries and wish to teach the local Baklunish the faith of Zilchus. Their superior Mirius has recently joined the Pellak temple and volunteered to join the westward mission to Ebbenant. They are staying in the old miners' guild outside the town wall. Mirius acquired the guild hall before the rest of the priests arrived.

MIRIUS:

☞ **Mirius, male human Clr5 (Erythnul):** Medium-size Humanoid (human); HD 5d8+8; hp 36; Init 0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +7 melee (1d8+1, masterwork heavy mace) or +3 ranged (1d8 light crossbow); SA rebuke undead; SQ spontaneous casting of inflict spells; AL CE; SV Fort +7, Ref +2, Will +8; Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Spellcraft +4, Disguise +5; Scribe Scroll, Weapon Focus (heavy mace), Brew Potion.

Spells Prepared (5/4+1/3+1/2+1; Spell DC = 13 + spell level): 0—*detect magic, guidance (x2), resistance, virtue*; 1st—*bane, cause fear, doom, obscuring mst, protection from good**; 2nd—*death knell, hold person, spiritual weapon, invisibility**; 3rd—*deeper darkness, inflict serious wounds, nondetection**.

* Domain spells; (Domains: Evil and Trickery)

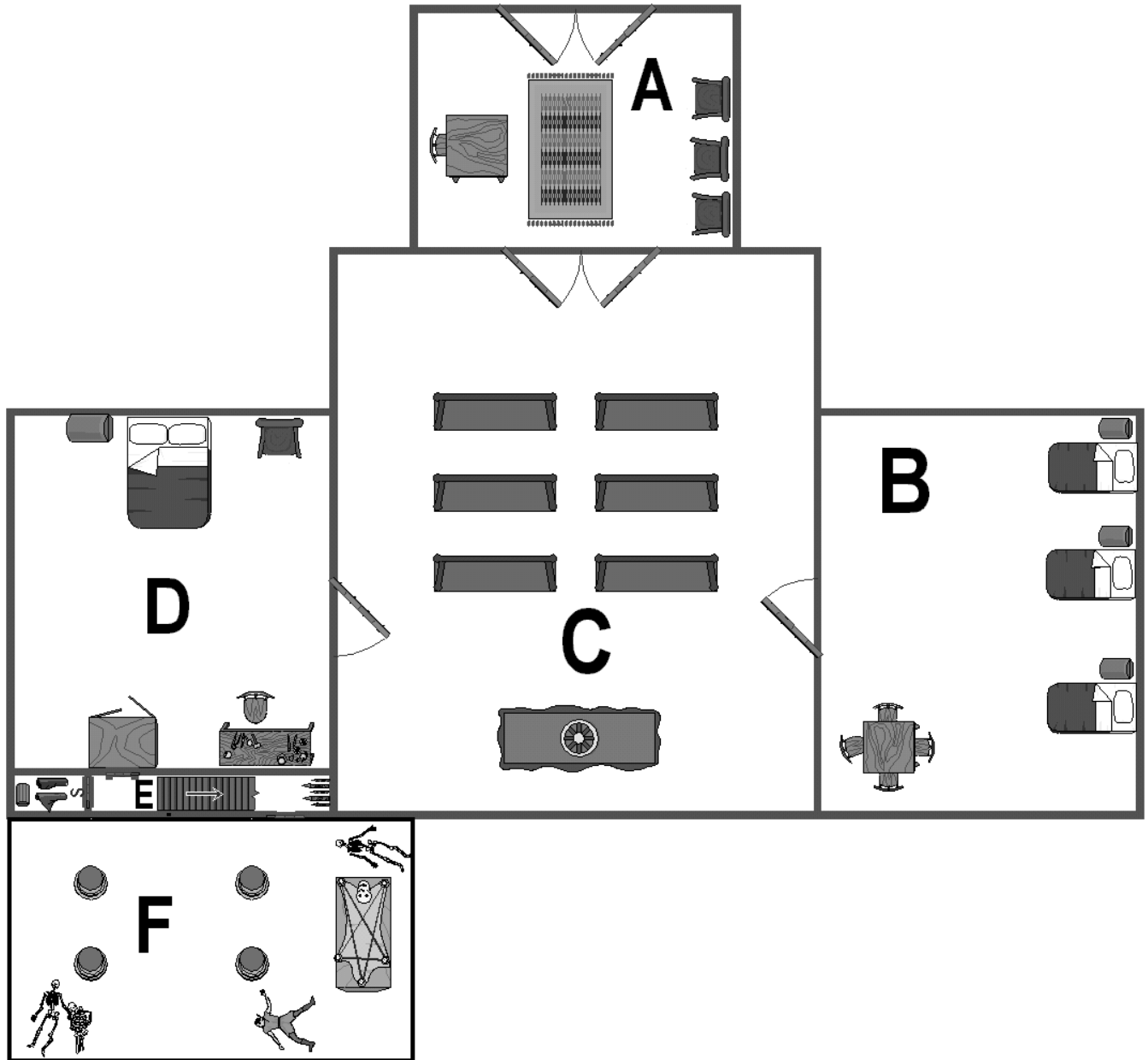
Possessions: 15gp, divine scroll of *resistance* and *doom*.

Mirius was at one time a priest of Zilchus. He has fallen from his faith and succumbed to the temptation of Erythnul. Mirius kept his position in the church, as it was a fitting disguise to sow the seeds of hate. He volunteered for the assignment to travel into the Baklunish northwest of Bissel in order to stir up tensions with the Baklunish and the other races. When the opportunity presented itself to steal the silks, he bribed the bugbears into taking them. Mirius' intention is to have them discovered in the Zilchans' possession after the feast is ruined, bringing the ire of the local Baklunish upon the Oeridian priests.

If he goes undetected, he will leave an anonymous note on the temple of Istus steps indicating the Zilchans part in the theft and flee under cover of night back to Pellak. He will then rejoin the church and blame Illiander for the theft.

If Mirius believes he will be discovered, he will try to stall until after the feast is ruined and then flee as above. Mirius will hide out in the shrine of Erythnul and try to escape under cover of night, disguised as a commoner.

APPENDIX B
THE OLD MINER'S GUILD HALL
(EBBERNANT)



APPENDIX C: THE GENERAL STORE

This store sells most items commonly found in the *Player Handbooks* (NO SPECIAL OR MASTERWORK ITEMS). All light or medium armor (table 7-5 page 105) and all common and martial weapons (table 7-4 page 98) will be available. Similarly, all items from the Adventuring Gear and Clothing sub tables (7-7 page 108) and any non-rogue items from the Class Tools and Skills sub table are available. Due to the remoteness of the town and the current stress caused by heavy taxation, gear is expensive.

1. The Store: The store is basically a building of stone and wood that contains a large display room showing the available wares, and some storage area in the back. PCs will not have access to the storage area and will be watched as they go about the main floor looking at the valuables for sale.

Any PC caught stealing will have to face the authorities, and unless they have great influence or can pay a bribe (300 gp minimum), they will be punished. Make sure to warn PCs that they know these people are harsh on those that commit crimes. The penalty for theft of items 500 gp in value or less is enforced servitude for up to a year and/or a fine of three times the value of the item stolen. Theft of items over 500 gp in value is punishable by a loss of one's hand, 1 to 10 years forced servitude, and/or a fine equal to 50 to 100% of the value of the criminal's total property (judge's discretion).

🔱 **Khalifor, the Store Owner, male human Exp5 (Merchant):** Medium-size Humanoid (human); HD 5d6; hp 16; Init +1 (Dex); Speed 30 ft.; AC 11 (+1 Dex); +2 melee (1d4-1/19-20, dagger); AL LN; SV Fort +1, Ref +1, Will +4; Str 10, Con 10, Dex 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Appraise +8, Sense Motive +8, Profession (Merchant) +8, Search +6, Spot +8; Alertness, Dodge.

Possessions: Anything in the store, 50 gp on self but with access to over 1500 gp from business.

The Storeowner will pay close attention to people in his store. He will hover over them making sure the guard keeps any stragglers in view. While jovial and nice, he will be all business like and ask the PCs to leave if he suspects crime or feels they are insulting him by not taking the haggling seriously.

All items are initially priced at 200% the price listed in the *Player's Handbook*. The amount of haggling the owner will do depends partly on Diplomacy and partly on the PC's race, and of course on the role-playing.

PCs that appear to be of Suel origin (blond, blue-eyed, fair-skinned and wearing solid color vests and/or wide-legged pants) and those that appear to be of Orc origin (tall, heavy, grayish skin, sloped forehead,

prominent teeth, and coarse body hair) suffer a 5-point penalty to their Diplomacy rolls.

Starting at 200%, the owner may negotiate as low as (Make the players work for it):

Diplomacy Check	Value
DC 10 to	150%
DC 15 to	125%
DC 25 and up	100%

The guards are attentive and loyal. They will immediately apprehend anyone they see stealing or if ordered so. If they feel they can't deal with the PCs they will call the constabulary for help. In this case, the adventure is all but done as the PCs are now wanted criminals.

🔱 **Allhrem and Ragout (Guards), male human War2:** Medium Humanoid/Human (6 ft. tall); HD 2d8+4; hp 19 (each); Init +1 (Dex); Speed 30 ft.; AC 17 (+5 chain, +1 shield, +1 Dex); +4 melee (1d3+2 subdual, fists or 1d8+2/19-20 longsword); AL LN; SV Fort +2, Ref +0, Will +0; Str 15, Con 15, Dex 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Ride +4, Jump +4, Search +4, Spot +4; Improved Initiative, Alertness, Combat Reflexes.

Possessions: Chainmail, shield, longsword, dagger, heavy cloak, winter boots, light crossbow with 20 bolts.